



DUNGEON-LITE

Roll 3d6 in order for Strength, Dexterity, Intelligence, & Charisma. Choose a class: Fighter, Cleric, Magic-User, Dwarf, Elf, or Halfling. Characters start at level 1. Maximum level is 10.

Fighters and Dwarves can use any armor and weapons, Clerics can use weapons and can heal and banish undead, Magic-Users and Elves can use magic, and Elves can use elven weapons and armor. Halflings can be sneaky. Magic-Users and clerics get two spells every level; elves get one. Everyone has Hit Points equal to strength + 1d6 per level.

To do dungeon (or any other) things, roll a d20. Roll under your ability score to do something you would be good at. Roll above your ability score to do other things. The Dungeon Master can assign bonuses or penalties as appropriate.

Hit things by rolling over the target's Armor Class: 10 for no armor, 13 for light, and 16 for heavy. Weapons all do 1d6 damage. If a fighter or dwarf rolls less than their Strength but over the target's AC, they do double damage.

Levels are gained by killing ten things times your next level.

Spells are usually self-explanatory, and are usually utilitarian, except fireballs and lightning.

Fight On!